

ABSTRACT OF THE DISCLOSURE

METHOD AND SYSTEM FOR
5 PRODUCING DYNAMICALLY DETERMINED DROP SHADOWS
IN A THREE-DIMENSIONAL GRAPHICAL USER INTERFACE

A methodology for generating a drop shadow effect
for objects in a graphical user interface is presented.
10 A first object in a presentation space occludes the
illumination from a simulated light source, and a
dynamically determined drop shadow from the first object
may partially occlude a second object. A portion of a
drop shadow from the first object is shown on the second
15 object; the portion of the drop shadow from the first
object is displaced from the first object in direct
proportion to a z-depth difference between the first
object and the second object. Hence, a drop shadow can
be generated in a computationally inexpensive manner, and
20 the dynamically determined drop shadow enhances the
perception of depth within the presentation space by a
user.

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